

Oskill

NAME	PLAYERNAME	DEITY	ALIGNMENT
Ftr20	Dwarf	4' 2"	Lawful Good
CLASS	RACE	HEIGHT	VISION
20	Medium	165 lbs.	Darkvision (60')
Character Level	AGE	Blue	POINTS
210000	69	Gray,	-1
NEXT LEVEL	GENDER	HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED								
STR Strength	18	+4	20	+5	20	+5	HP hit points	231															5/Magic; 3/-				Walk 20 ft.						
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	36	35	:	16	=	10	+	13	+	7	+	1	+	0	+	0	+	5				50	-6	15		
CON Constitution	18	+4	18	+4	18	+4		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST												
INT Intelligence	12	+1	12	+1	12	+1		INITIATIVE	+5	+1	+4																						
WIS Wisdom	12	+1	12	+1	12	+1		BASE ATTACK	+20/+15/+10/+5																								
CHA Charisma	10	+0	10	+0	10	+0																											

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	1	= 1	+	+
Balance	DEX	-5	= 1	+	-6
Bluff	CHA	0	= 0	+	+
Climb	STR	12	= 5	+ 13.0	-6
Concentration	CON	4	= 4	+	+
Craft (Untrained)	INT	1	= 1	+	+
Diplomacy	CHA	2	= 0	+	2
Disguise	CHA	0	= 0	+	+
Escape Artist	DEX	-5	= 1	+	-6
Forgery	INT	1	= 1	+	+
Gather Information	CHA	4	= 0	+ 4.0	+
Heal	WIS	1	= 1	+	+
Hide	DEX	-5	= 1	+	-6
Intimidate	CHA	12	= 0	+ 12.0	+
Jump	STR	7	= 5	+ 14.0	-12
Listen	WIS	2	= 1	+ 1.0	+
Move Silently	DEX	-5	= 1	+	-6
Ride	DEX	1	= 1	+	+
Search	INT	2	= 1	+ 1.0	+
Sense Motive	WIS	9	= 1	+ 8.0	+
Spot	WIS	2	= 1	+ 1.0	+
Survival	WIS	1	= 1	+	+
Swim	STR	-7	= 5	+	-12
Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+18	+12	+4	+0	+2	+0		
REFLEX (dexterity)	+9	+6	+1	+0	+2	+0		
WILL (wisdom)	+9	+6	+1	+0	+2	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+25/+20/+15/+1	+20/+15/+10/+5	+5	+0	+0	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+21/+16/+11/+6	+20/+15/+10/+5	+1	+0	+0	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+25/+20/+15/+1	+20/+15/+10/+5	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15/+10	1d3+5	20/x2

*Goblinbane	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	18-20/x3
TOTAL ATTACK BONUS	DAMAGE			
+32/+27/+22/+17	1d10+14			
Special Properties	(Waraxe (Dwarven/Masterwork)), +2 enhancement bonus and does +2d6 bonus damage vs. Humanoids (goblinoid), threat range doubled, +2d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14), Blood loss causes 1 pt. of Con damage per hit			

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Dwarven Plate +5 (Invulnerability/Spell Resistance)	Heavy	+13	+1	-5	35
(Dwarven Plate +5 (Invulnerability/Spell Resistance)), 40hp/inch and 20 hardness, spell resistance 13					
*Shield +5 (Heavy/Metal/Blinding/Spell Resistance)	Heavy	+7		-1	15
Bashing, Flashes light 2/day upon command; Within 20 feet make a Reflex save(DC 14) or be blinded for 1d4 rounds, spell resistance 15					
*Ring of Protection +5		+5		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Belt of Dwarvenkind <small>This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else.</small>	Equipped	1	1.0	14900.0
Helmet AC Bonus (Deflection) (+5)/Armor Bonus (Enhancement) (+5)) <small>Deflection bonus to armor class of +5, Enhancement bonus to armor class of +5</small>	Equipped	1	0.0	100000.0
Boots Armor Bonus (Enhancement) (+5) <small>Enhancement bonus to armor class of +5</small>	Equipped	1	0.0	25000.0
Cloak of Displacement, Major	Equipped	1	1.0	50000.0
Dwarven Plate +5 (Invulnerability/Spell Resistance) <small>(Dwarven Plate +5 (Invulnerability/Spell Resistance)), 40hp/inch and 20 hardness, spell resistance 13</small>	Equipped	1	50.0	116500.0
Gauntlets of Ogre Power	Equipped	1	4.0	4000.0
Goblinbane <small>(Waraxe (Dwarven/Masterwork)), +2 enhancement bonus and does +2d6 bonus damage vs. Humanoids (goblinoid), threat range doubled, +2d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14), Blood loss causes 1 pt of Con damage per hit</small>	Equipped	1	8.0	200330.0
Hand of Glory	Equipped	1	2.0	8000.0
Traveler's Outfit	Equipped	1	5.0	0.0
Ring of Protection +5	Equipped	1	0.0	50000.0
Ring of Regeneration	Equipped	1	0.0	90000.0
Shield +5 (Heavy/Metal/Blinding/Spell Resistance) <small>Bashing, Flashes light 2/day upon command; Within 20 feet make a Reflex save (DC 14) or be blinded for 1d4 rounds, spell resistance 15</small>	Equipped	1	15.0	100170.0
TOTAL WEIGHT CARRIED/VALUE			81 lbs.	758900.0 gp

WEIGHT ALLOWANCE			
Light	133	Medium	266
Lift over head	400	Lift off ground	800
		Push / Drag	2000

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Stability
Stonecunning

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Greater Weapon Focus (Waraxe (Dwarven))	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Greater Weapon Specialization (Waraxe (Dwarven))	You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.
Improved Bull Rush	When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.
Improved Critical (Waraxe (Dwarven))	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Shield Bash	When you perform a shield bash, you may still apply the shield's shield bonus to your AC.
Improved Sunder	When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Improved Unarmed Strike	You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Iron Will	You get a +2 bonus on all Will saving throws.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Waraxe (Dwarven))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Waraxe (Dwarven))	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.